

We would like to hear from you so we can keep you informed of upcoming home computer software from Activision. Please fill in the card on the reverse side, place in a stamped envelope and mail to the address below.

ACTIVISION (U.K.) INC.
15 Harley House,
Marylebone Road,
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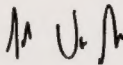
UDK-003-03

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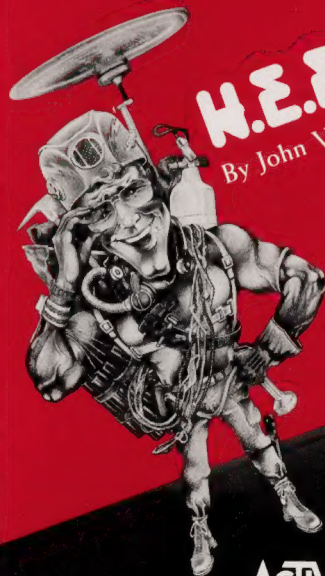
TIPS FROM JOHN VAN RYZIN

"I recommend you watch the opening sequence before playing the game. It'll give you a feel for the terrain and help you recognize some of the dangers ahead. Since speed in locating miners earns you more points, you'll want to move quickly. Here are a few tips.

- The dynamite R. Hero carries is potent. He doesn't need to be right next to a wall in order to blow it up.
 - If R. Hero runs out of dynamite, he can burn through walls with the Microlaser Beam. The closer he stands to the wall, the faster he'll break through.
 - If a Lantern goes out, find mineshafts by looking at the rough edges along the bottom of the screen.
 - When flying above the river, ride the ceiling by pushing up as well as to the left or right.
 - Ride rafts whenever possible since it is easier than trying to go under a lava ceiling.
 - A word about tentacles: They don't move too fast, so try to outrun them.
- "Good luck!"



John Van Ryzin



H.E.R.O.
By John Van Ryzin

ACTIVISION®

Volcanic activity has trapped miners in mineshafts in Mount Leone. Roderick Hero needs your help, and his special equipment, to rescue the miners.

LOADING INSTRUCTIONS

1. Before you commence to load your cassette tape, make sure you have disconnected all peripheral equipment such as the disc drive and printer.
2. Place cassette tape in the recorder and rewind to the beginning.
3. Press "SHIFT" and "RUN/STOP" key simultaneously on your Commodore 64 computer.
4. Press play on the cassette recorder when the command to do so appears on the screen. Apart from a brief title identification screen, the screen will remain blank during loading, which will take approximately 7-8 minutes. Please be patient.

PLAY THE GAME

- The game starts with one R. Hero and three in reserve. Touching magma deposits, lava rivers, or the various vermin will cost R. Hero a life. You acquire an additional life, to a maximum of 6 in reserve, for every 20,000 points earned.
- One must locate a miner on each level before moving deeper into the mine.

SPECIAL FEATURES

Prop Pack

- To fly—push joystick forward.
- Run or fly left or right—move joystick left or right.
- Hover—tap joystick forward.
- Fly down a shaft—just step off edge.

Microlaser Beam

- Blast vile vermin, blast through walls.
- To fire—press red button.
- Continuous fire—press red button and hold.

Dynamite

- You start with 6 sticks, each of which can demolish a small wall.
- Land near a wall.
- To place and ignite dynamite—pull joystick towards you, then move fast or be blown up!

Raft

- A heat resistant raft will carry you across certain stretches of the lava river.



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